

# Substrate Node Template

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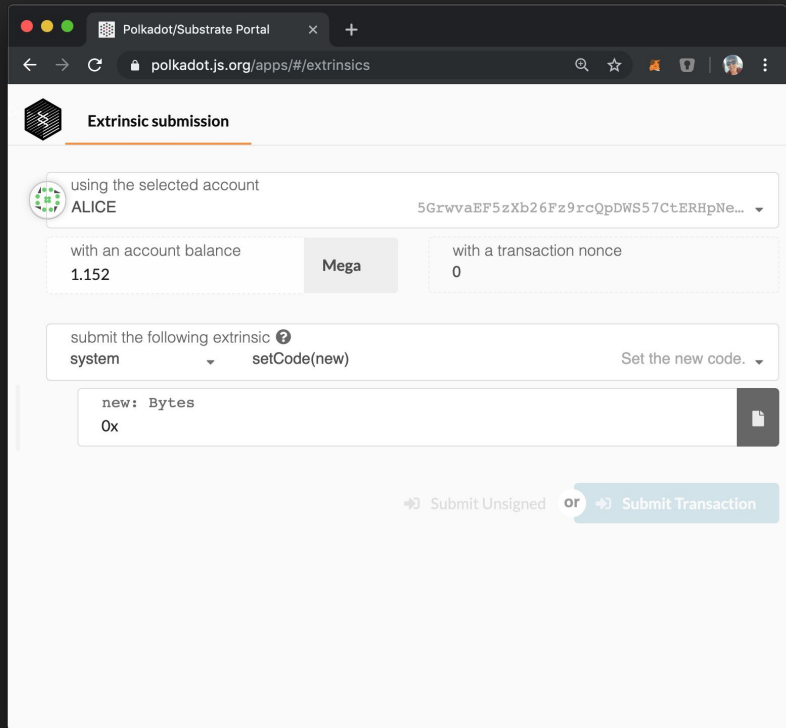
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# Polkadot JS Apps

- Generalized and hosted UI
- Quickly test new functionality
- Loaded with general tools like:
  - Creating transactions
  - Read storage
  - See events
  - and way more...
- Great for development



# 模块定义概览

---

```
use support::{decl_module, decl_storage, decl_event,...};
```

```
pub trait Trait: system::Trait {...}
```

```
decl_storage! {...}
```

```
decl_event! {...}
```

```
decl_error! {...}
```

```
decl_module! {...}
```

```
impl<T: Trait> Module<T> {...}
```

# 引入和定义关联类型

---

```
pub trait Trait: system::Trait {  
    type Event: From<Event<Self>> + Into<<Self as system::Trait>::Event>;  
}
```

...and it inherits from `system::Trait`:

```
// From `system` pallet  
pub trait Trait: 'static + Eq + Clone {  
    type Origin: ...  
    type Call: ...  
    type Index: ...  
    type BlockNumber: ...
```

# 定义存储

---

```
decl_storage! {  
    trait Store for Module<T: Trait> as TemplateModule {  
        // Here we are declaring a StorageValue, `Something` as an Option<u32>  
        // `get(fn something)` defines a getter function  
        // Getter called with `Self::thing()`  
        Something get(fn something): Option<u32>;  
        // Here we are declaring a StorageMap `SomeMap` from an AccountId to  
        // a Hash.  
        // Getter called with `Self::some_map(account_id)`  
        SomeMap get(fn some_map): map hasher(identity) T::AccountId => u32;  
    }  
}
```

# 定义事件

---

```
decl_event!(  
    pub enum Event<T> where AccountId = <T as system::Trait>::AccountId {  
        /// Event `SomethingStored` is declared with a parameter of the type `u32`  
and `AccountId`  
        SomethingStored(u32, AccountId),  
    }  
);
```

# 定义可调用函数

---

```
decl_module! {  
    pub struct Module<T: Trait> for enum Call where origin: T::Origin {  
        fn deposit_event<T>() = default; // The default deposit_event definition  
  
        pub fn do_something(origin, something: u32) -> Result {  
            let sender = ensure_signed(origin)?; // Check for transaction  
            <Something::put(something); // Put a value into a StorageValue  
            Self::deposit_event(RawEvent::SomethingStored(something, who)); // Emit Event  
            Ok(()) // Return Ok at the end of a function  
        }  
    }  
}
```

# 定义公共和私有函数

---

```
impl<T: Trait> Module<T> {  
    fn mint(to: T::AccountId, id: T::Hash) -> Result {...}  
    fn transfer(from: T::AccountId, to: T::AccountId, id: T::Hash) -> Result {  
        ...  
    }  
}
```

如果定义为 `pub`，其它模块也可以调用。



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# Coding

<https://github.com/SubstrateCourse/substrate-node-template>

# 帮助链接

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- <https://www.substrate.io/>
- <https://www.substrate.io/tutorials>
- **Substrate** [Node Template](#), [Front-end Template](#)
- **Official:** [Substrate Github](#), [Polkadot Github](#)
- **官方中文:** [知乎专栏](#), [视频教学 \(BiliBili\)](#)
- **Rust:** Rust programming book(中英文)

# 如何参与开源项目

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- Star & watch & fork
- Check issues and PRs regularly
- Join riot/discord channels
- Feel free to ask any questions, stupid ones are always welcomed
- Follow the instructions to contribute